

**Listing of the Claims:**

- 1-21. (Canceled).
22. (Previously Presented) A method for deriving at least two products from a source geographic database, the source geographic database comprising data representing real-world geographic features, the method comprising:  
extracting a first dataset from the source geographic database;  
writing the first dataset to a first computer-readable medium;  
using at least a portion of the first dataset in a real-world navigation system;  
extracting a second dataset from the source geographic database;  
writing the second dataset to a second computer-readable medium;  
and  
using at least a portion of the second dataset in a computer-game system;  
wherein the computer-game system is separate from the real-world navigation system and wherein the second dataset is used in computer games that depict real geographic locales as part of play scenarios of the computer games.
23. (Previously Presented) The method of claim 22 wherein the real-world navigation system is selected from a group consisting of: in-vehicle navigation systems, hand-held portable navigation systems, personal computers, personal digital assistants, pagers, and telephones.
24. (Previously Presented) The method of claim 22 wherein using at least a portion of the first dataset in a real-world navigation system comprises providing a service selected from a set consisting of: route calculation, route guidance, vehicle positioning, map display, and electronic yellow pages.

25. (Previously Presented) The method of claim 22 further comprising:  
combining at least a portion of the second dataset with a road-model dataset to provide a realistic visual appearance of roads;  
wherein the road-model dataset is separate from the source geographic database.
26. (Previously Presented) The method of claim 25 wherein the road-model dataset comprises a feature selected from a set consisting of: road-pavement colors, lane-stripe markings, curbs, sidewalks, signs, lampposts, land dividers, traffic signals, speed bumps, and crosswalks.
27. (Previously Presented) The method of claim 22 further comprising:  
combining at least a portion of the second dataset with a 3D-model dataset to provide a realistic visual representation of a feature selected from a set consisting of: polygon-shaped features, cityscape features, landscape features, buildings, fences, trees, shrubbery, lawns, and clouds;  
wherein the 3D-model dataset is separate from the source geographic database.
28. (Previously Presented) The method of claim 22 further comprising:  
combining at least a portion of the second dataset with a computer-game component selected from a set consisting of: characters, game logic, vehicles, games rules, rendering logic, and graphics logic.
29. (Previously Presented) The method of claim 22 further comprising:  
providing at least a portion of the second dataset to each of a plurality of end-user computing platforms; and  
on each of the plurality of end-user computing platforms, using at least a portion of the second dataset to represent geographic features in a play scenario of a computer game.

30. (Previously Presented) The method of claim 22 further comprising:  
accessing the second dataset using an application programming interface.
31. (Previously Presented) The method of claim 22 further comprising:  
accessing the second dataset using a spatial query.
32. (Previously Presented) The method of claim 22 further comprising:  
extracting data from the second dataset using spatial criteria.
33. (Previously Presented) The method of claim 22 further comprising:  
filtering data from the second dataset to provide a desired level of accuracy.
34. (Previously Presented) A computer-readable medium having computer-executable instructions stored thereon for performing a method for deriving at least two products from a source geographic database, the source geographic database comprising data representing real-world geographic features, the method comprising:  
extracting a first dataset from the source geographic database;  
writing the first dataset to a first computer-readable medium;  
using at least a portion of the first dataset in a real-world navigation system;  
extracting a second dataset from the source geographic database;  
writing the second dataset to a second computer-readable medium;  
and  
using at least a portion of the second dataset in a computer-game system;  
wherein the computer-game system is separate from the real-world navigation system and wherein the second dataset is used in computer games that depict real geographic locales as part of play scenarios of the computer games.

35. (Previously Presented) A method of using a source database for forming derived products, wherein the source database contains data that represent geographic features in a region including roads in the region, the method comprising:
- providing a first set of data from the source database to a first developer, wherein the first developer uses the first set of data in systems that provide navigation-related features, wherein the first set of data represents at least some of the geographic features in the region and further wherein the first set of data includes attributes suitable for use for providing navigation-related functions; and
  - providing a second set of data from the source database to a second developer, wherein the second developer uses the second set of data in computer games, wherein the second set of data represents at least some of the geographic features in the region as part of play scenarios of the computer games.
36. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region.
37. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region, wherein the road model data includes road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.
38. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of polygon-shaped features in the region.

39. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of cityscape and landscape features in the region.
40. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the region.
41. (Previously Presented) The method of Claim 35 further comprising:  
accessing the second set of data using an application programming interface.
42. (Previously Presented) The method of Claim 35 further comprising:  
extracting data from the second set of data using spatial criteria to produce a second database product.
43. (Previously Presented) The method of Claim 35 further comprising:  
filtering data from the second set of data to provide a desired level of accuracy in a second database product.
44. (Previously Presented) The method of Claim 35 wherein the second set of data is provided to a plurality of end users computing platforms where the second set of data is used by computer games installed on the end users computing platforms to represent at least some of the geographic features in the region as part of play scenarios of the computer games.
45. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with other game-related components to form the computer games.
46. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with other game-related components to form the computer

games, wherein the other game-related components include at least one of a group consisting of: characters, game logic, vehicles, game rules and programs for rendering and graphics.